// Manager Report Class

add\_weekly\_revenue\_to\_total() {

total\_revenue += weekly\_revenue

}

generate\_weekly\_revenue\_report() {

print(Monday: $$$)

print(Tuesday: $$$)

print(Wednesday: $$$)

print(Thursday: $$$)

print(Friday: $$$)

print(Saturday: $$$)

print(Sunday: $$$)

}

generate\_annual\_revenue\_report() {

print(Annual Revenue: $$$)

}

generate\_attendance\_report() {

print(Monday: #)

print(Tuesday: #)

print(Wednesday: #)

print(Thursday: #)

print(Friday: #)

print(Saturday: #)

print(Sunday: #)

}

// Customer Training Progress Class

update\_bench\_press(a) {

bench\_press\_weight = a

}

update\_aerobic\_activity(a) {

aerobic\_activity = a

}

update\_customer\_weight(a) {

customer\_weight = a

}

// Customer Diet Progress Class

update\_calorie\_intake(a) {

daily\_calorie\_intake = a

}

update\_current\_weight(a) {

current\_weight = a

}

update\_target\_weight(a) {

target\_weight = a

}

// Service Class

display\_services() {

print(Dietitian: ---)

print(Massage Therapist: ---)

}

// Employee Schedule Class

display\_schedule() {

print(Monday: ...)

print(Tuesday: ...)

print(Wednesday: ...)

print(Thursday: ...)

print(Friday: ...)

print(Saturday: ...)

print(Sunday: ...)

}

add\_employee\_to\_schedule(service=None, employee\_name, time) {

// Dictionary

employee\_schedule[employee\_name].append(time)

}

remove\_employee\_from\_schedule(employee\_name, time) {

# Remove at a certain time

employee\_schedule.remove(employee\_name)

}

// Membership Package Class

display\_package\_levels() {

print(Bronze: ...)

print(Silver: ...)

print(Gold: ...)

}

edit\_package(new\_package) {

current\_package = new\_package

}

// Customer Schedule Class

book\_trainer(trainer\_name, time) {

schedule[trainer\_name].append(time)

}

book\_dietitian(dietitian\_name, time) {

schedule[dietitian].append(time)

}

book\_massage\_therapist(massage\_therapist\_name, time) {

schedule[trainer\_name].append(time)

}

// Employee Database Class (Override Base Class methods)

// Pass in employee object

add\_person(employee) {

employee\_database.append(employee)

}

remove\_peson(employee) {

employee\_database.remove(employee)

}

// Customer Database Class (Override Base Class methods)

// Pass in customer object

add\_person(customer) {

customer\_database.append(employee)

}

remove\_peson(employee) {

customer\_database.remove(customer)